

# WARBIRDS™



ATARI

LYNX™

VIDEO GAME CARD

USER'S MANUAL

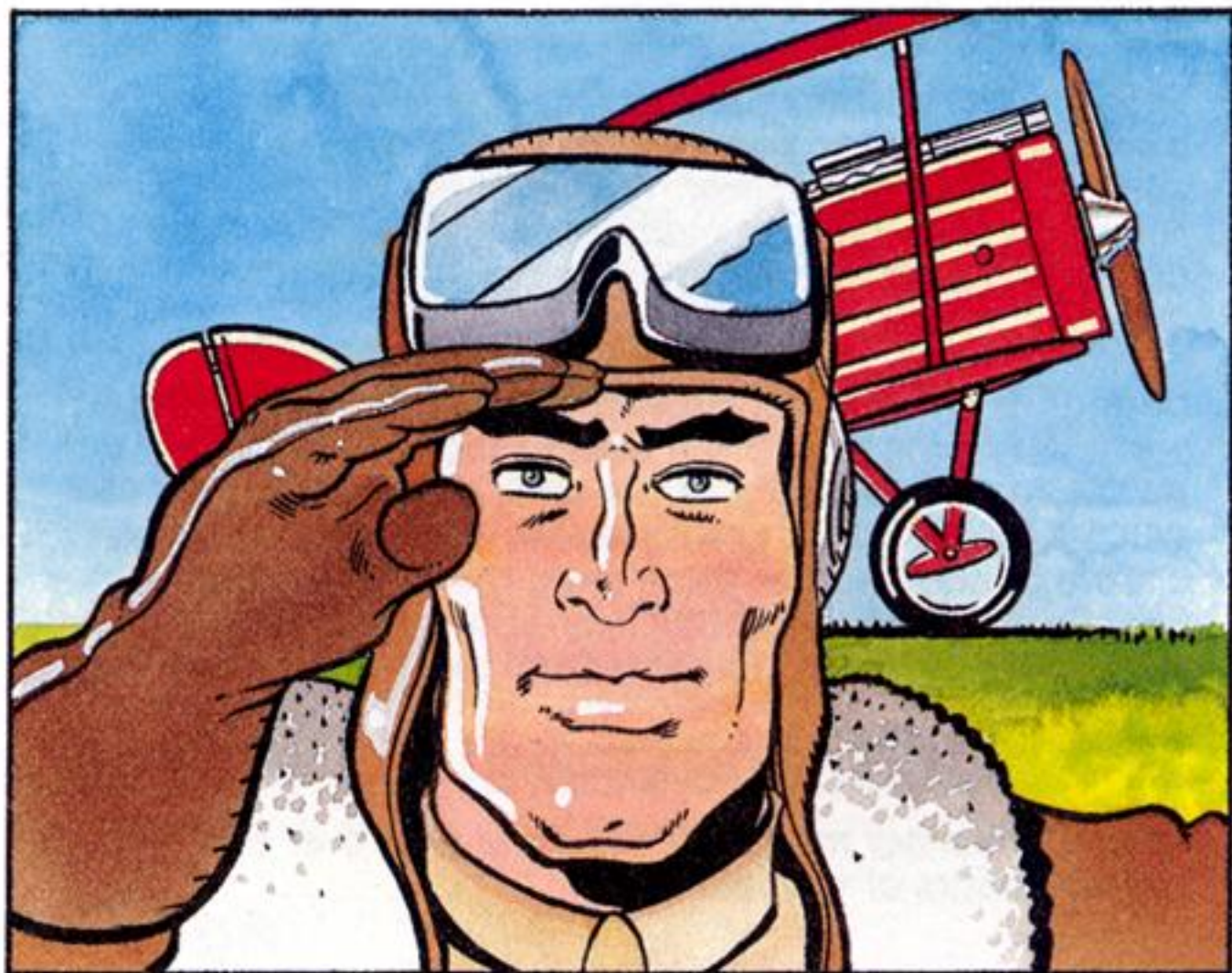
1 TO 4 PLAYERS  
Lynx

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## **AERIAL ARMAGEDDON!**

It's World War I and you are the newest pilot in the Army Air Force. Your eyes almost bug out as you are led to your aeroplane, an awesome biplane fresh from the factory. You look with amazement at the twin front-mounted rapid-fire machine guns. You hear the crackling of the guns, the rip of a hit, and the screaming whine of a crashing enemy plane. The time has come to put your training to the test, to find out what you're really made of. It's time to join the WarBirds!

WarBirds is a simulation of aerial combat. You may play alone and hone your skills, but the real thrills come when you engage your friends in deadly dogfights.



# GETTING STARTED

Push the **ON** button. The WarBirds title screen appears. After a couple of seconds, the WarBirds theme will start to play and the credits will appear. Wait until the number of players shown on the screen (In multiplayer games only—requires Comlynx™ cable) matches the number of players. When you are ready to start the game, press **A** or **B**.

During the game, press **PAUSE** to pause the game. Press it again to resume play. If you wish to flip the screen, press **PAUSE** and **OPTION 2** at the same time. Pressing **RESET** will return you to the credits screen. From there you may choose to play another game using the same settings or select another configuration. Use either **OPTION 1** or **OPTION 2** to restart the game from the Death/Victory screen.

## THE FLIGHT BRIEFING

Your commander meets with you and goes over the characteristics of your plane.





Because your plane is brand new, you are allowed to help decide which features your plane has. Look at the chalkboard. There are six options. To select an option, move the Joypad up or down to move the commander's pointer to the desired option. When the commander points to an option you wish to change, move the Joypad right or left until your choice appears, then move on to the next option. In a multiplayer game, each player may choose his or her own characteristics. It's not necessary for all players to set their planes up the same way. The following sections describe each game option.

## **Ammo**

You may choose the amount of ammo you carry for your machine guns. The choices are 200 Rounds, 400 Rounds, 800 Rounds, and Unlimited Ammo. Unlimited Ammo is the best choice for inexperienced pilots, but once you earn your wings and learn to aim you'll crave more of a challenge. Once you have used all your ammo, you'll have to land and get more.

## **Damage**

This is one of the most crucial options. It lets you decide how much damage your plane can take before you spin uncontrollably toward an unavoidable doom. The choices are:

**Unlimited Damage:** Your plane is practically invincible. You cannot get shot down. The only way you can lose is if you crash your plane.

**Minimal Damage:** Your plane can withstand a large number of hits before being blown out of the air.

**Tournament Damage:** Damage to your plane increases the closer the shots get to the cockpit. A dozen well-aimed shots will send you spinning to the earth.

**Critical Damage:** Just like Tournament Damage except that a single critical hit can explode your plane.



You'll want to select Unlimited Damage the first time you fly so you can learn to operate your plane without worrying about getting shot down. Once you learn to fly, forget about Unlimited Damage: it will only win you the title of first class wimp. Real pilots need danger and excitement. Minimal Damage is the right choice for your next few flights. You can get shot down, but you can take a bunch of hits before you crash and burn. Tournament Damage is the favorite choice of experienced pilots. Your plane will take more damage the closer the bullets are to your head. Critical Damage is for real war heroes, the cream of the crop.

In a one-player game, your enemy will automatically have the same damage rating as you do unless you pick Unlimited Damage, in which case the enemy will have Minimal Damage. (It wouldn't be much fun if no one could get shot down!) In multiplayer games, the damage option is a good way to even the odds between experienced pilots and rookies. Let the rookies have Minimal Damage while the more experienced pilots choose Tournament or Critical Damage.

## **Collisions**

You may choose to allow or ignore collisions between planes. Choosing No Collisions will allow your plane to fly right through an enemy plane without sustaining any damage. For more realism, choose Collisions. With Collisions on, hitting another plane leads to your certain demise. This option is another good way to even the odds between heroes and rookies. Let the rookies have No Collisions while the experienced pilots choose Collisions. This way, if two planes hit, only the one that selected Collisions will crash while the one with No Collisions will enjoy the explosion and fly on unharmed.



## Lives

You may choose 1, 2, 3, or unlimited lives. The number of lives you have determines the number of times you can crash or get shot down before the game ends. When you lose a life, you also lose your score and begin again near the ground. In a one-player game, the enemy always has only one life.

## Start

You may select either a Dueling Start or a Random Start. This selection determines where you start the game. If, for example, two players both select Dueling Start, they will begin by flying straight at each other. If they both choose Random Start, they can be anywhere in the skies, high or low and in any direction. This adds to the challenge because you will have to hunt down that dirty scoundrel of an enemy before you can blow him away. Of course, players do not have to make the same selection. If one player picks Dueling Start and the others choose Random Start, then the first player will start at the usual place while the other players are scattered all around the skies.

## Game Mode

WarBirds has two game modes: Flight Simulator and Arcade. Flight Simulator makes your plane fly like a real World War I biplane. Arcade puts a high-powered engine in your plane, providing less realism but a whole bunch of action.

When you like all the options shown on the chalkboard, press either the **A** or **B** button. In a multiplayer game, you'll see a message telling you to wait until all players have set up their planes. In a one-player game, you will see the Mission screen. The Mission screen allows you to choose one of six missions.

**Milk Run** is the perfect mission for beginners. It's just you against one other inexperienced pilot. All you have to do is get the other guy before he toasts you.





**Double Teamed** pits you against two relatively inexperienced pilots. Your task is to blow them both away before they get you. Sounds tough? Hey, no one said it would be easy!

**Red Baron** lets you go head to head against the famous Ace himself. There's only one Red Baron, but as any beagle can tell you, he's TOUGH! He can fly that little plane like nobody before or since. Few have beaten him. Can you do it?

**Paths of Glory** adds even more challenge. This time it's you against three planes. Even though those three enemies are not the best in the air, they are no slouches. Plus there are three of them and only one of you. It will take all the luck you can muster and all the skillful moves you can make to beat them.

**Pair of Aces** challenges you with two top-notch pilots who are out for blood. You'll have to be really good if you don't want to end up inside a smoking pile of crumpled metal and canvas.

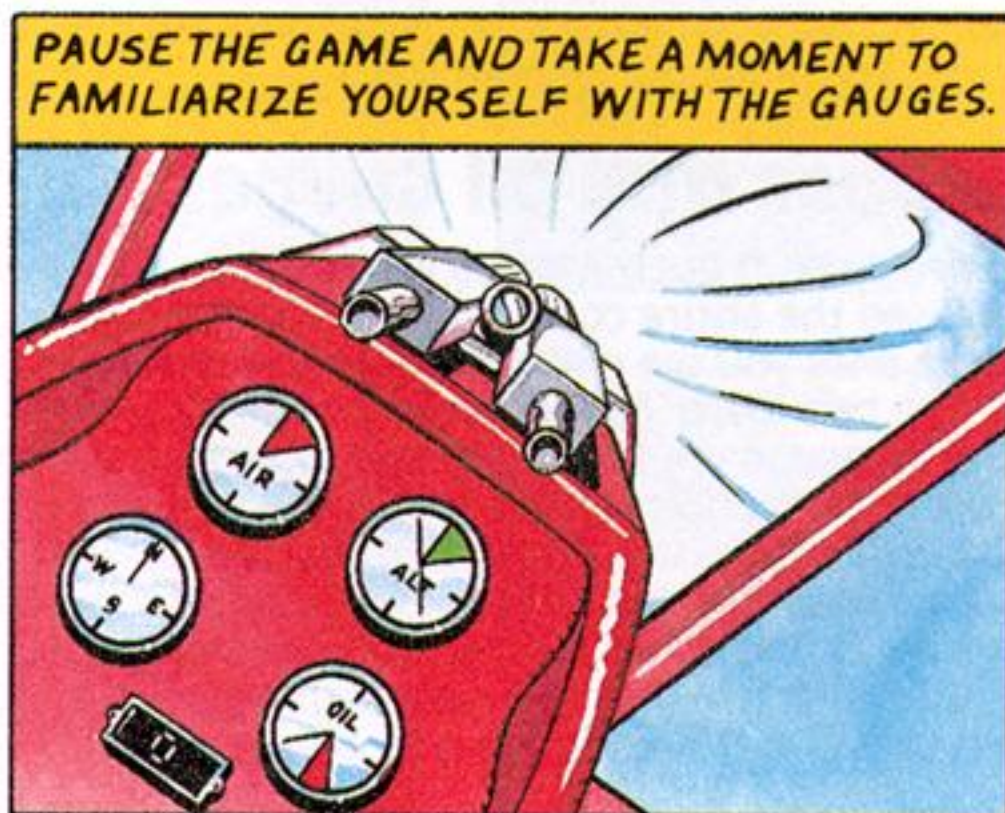
**The Swarm** puts you up against three big-time pilots who know how to shoot you down so many ways you'll be dazzled by their expertise, if you survive long enough to notice.



Use the joystick to move the commander's pointer until it points at the mission you want to fly. Pressing **OPTION 1** at this point flips the chalk board and returns you to Option Select mode. Pressing **OPTION 2** toggles the music off or on. When you're ready, press **A** or **B** to begin.

## THE COCKPIT

Pause the game and take a moment to familiarize yourself with the gauges in the cockpit.



### Airspeed

The airspeed indicator shows how fast you are flying. Naturally, diving increases your speed and climbing slows you down. If the airspeed indicator arrow is in the red zone, your airspeed is too low and the plane will stall. A stall drops the nose of the plane until your airspeed is high enough to restore normal flight. Keep in mind that the gauge's red zone is only an estimate of when the plane will stall. The actual stall speed of your plane varies with altitude and increases when your plane is in a tight turn.



# Altimeter

The altimeter shows how high you are above the ground. You will need to keep a close eye on this gauge to make sure you don't get too close to the ground and crash. Each notch on the gauge equals about two thousand feet. Notice that there are two arrows, a yellow one and a red one. The yellow arrow indicates hundreds of feet and the red arrow shows feet. Watch the altimeter as you press up on the joypad to dive and you'll notice that the red arrow moves much faster than the yellow arrow. When the yellow arrow gets into the green zone, you are in danger of crashing.

# Compass and Oil Gauges

If you press the **B** button while you press up on the joypad, you will see the entire control panel. The two top gauges are the same ones you see while you look out the front of the plane. The two lower gauges are the compass (on the left) and the oil gauge (on the right). The compass is very simple; it shows the direction you are flying. The oil gauge shows the condition of your plane. Every time you are hit, you lose oil pressure. The arrow on the oil gauge moves counterclockwise. If the arrow enters the red zone, you're in trouble. Your plane will catch fire and spin uncontrollably toward the ground until it hits earth with a loud explosion.

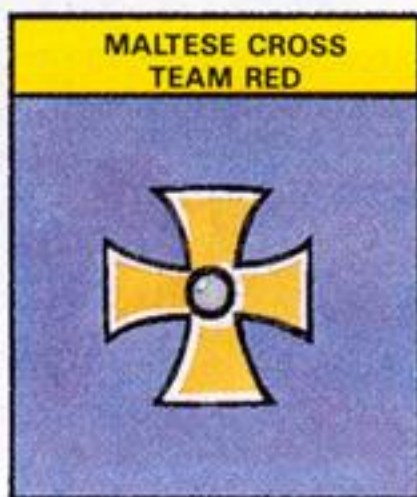
# Ammo

In addition to the gauges, you can see your ammo feeding into your machine gun. The ammo feeder is below the control panel. Each bullet icon represents two seconds of nonstop shooting. Since the feeder only shows 14 bullets, the number of rounds visible will not change until you have fewer than 28 seconds of ammo left. When you run out of ammo, you will have to land and reload. If you play with unlimited ammo, you may shoot at will. You will never run out.



# Squadron Colors

You will also see a symbol showing your flight team. These symbols are actual World War I squadron symbols. The four symbols and their team colors are:



The team colors also appear on wings and tails of the planes, as well as on the barns on the ground. Learn to look for the colors, especially if you are after one certain plane.

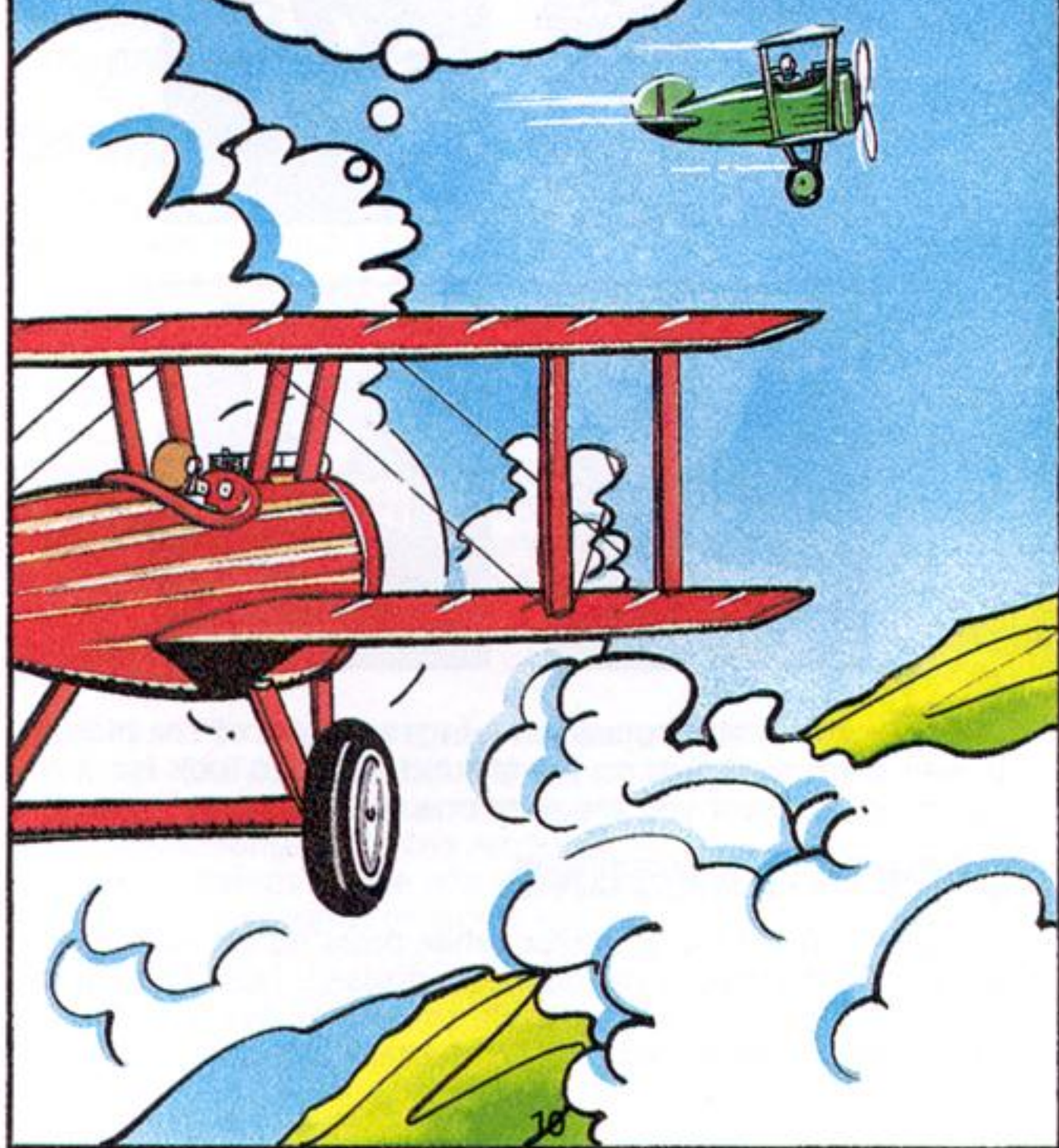
## LOOKING AROUND

If you hold down the **B** button while pressing the joypad, you will be able to look in the direction pressed. This allows you to search for enemy planes. Learn to keep an eye out in all directions to protect yourself from sneak attacks.



CLOUD COVER... A SMART MANEUVER

I'VE GOT YOU NOW.





# FLYING THE PLANE

The joypad works like the stick in a real plane. If you were actually flying a biplane, you would push forward on the stick to dive and pull back to climb. On the joypad, pushing up drops the nose and makes you dive. Pushing down lifts the nose and causes you to climb. Pushing right or left on the joypad causes the aircraft to roll right or left. Your plane turns in the direction it rolls, with steeper banks resulting in tighter turns.

In a real aircraft, the pilot must continually work the stick and the rudder to control the plane. In WarBirds, the joypad is used to set the amount of pitch (nose up/down) and roll (bank) you want to maintain. The airplane will automatically maintain the setting you establish until you press the joypad again or the plane stalls or crashes.

The longer you push the joypad in one direction, the more radical the maneuver. In other words, if you barely tap the joypad up, then release, you will dive very gradually. If you keep pressing the joypad up you will go into a steep dive. Hold the joypad up long enough and you will go into a loop and start to climb again. Along these same lines, you will bank more steeply the longer you hold the joypad right or left. Do it long enough and you will actually roll over.

In Flight Simulator mode, the steering is a little more complex. Many World War I biplanes used a rotary motor. Because rotary motors spin rapidly clockwise, the planes could roll faster to the right than to the left. The same is true of the plane in this game. You can equalize the steering by cutting the engine (and stopping the motor's spin), but going too long without a motor is hazardous to your health. The jet engine in Arcade mode does not spin like a rotary motor, so your plane will turn with equal speed in either direction.



If you roll your airplane into a tight turn, your airspeed will continue to decrease until the plane stalls and your nose drops. If you wish to maintain your airspeed in a tight turn, drop your nose slightly before rolling into the turn. This will maintain your airspeed, but it will cost you altitude.

You can cut your motor on purpose by pressing **OPTION 1**. This helps you turn tighter, especially to the left. If you turn off the engine, you will need to press **OPTION 1** again to start the engine.

Since you have unlimited damage during your first flight, take the time to practice various turns, loops, and rolls. If you want to succeed as a pilot, you will have to get used to the way the plane moves and how the ground looks from various points in a loop or roll. It's common to get confused at first and lose track of which way is up, especially in the clouds, but with a little practice you'll learn to feel where you are. Just be sure to keep a close eye on the altimeter. Unlimited Damage does not prevent you from crashing into the ground.

INCREASING ALTITUDE  
DECREASES AIRSPEED



A RADICAL RIGHT ROLL





If you ever hear a "boinging" sound, that means you have flown into the edge of the playing area. Turn around and get back into the action.

## Landing

If you are flying with limited ammo, you may need to land your plane once in a while to replenish your supply. Landing a plane is a little tricky, but it gets easier with practice.

The first thing you have to do is find your own hangar. You cannot land if you are not near the right barn. Your hangar will have your team color on the roof.

Next, bring your plane down until the red altimeter arrow points to the green zone. Make sure you keep the plane level in the green zone or you will hit the ground.

Make sure your air speed is less than half the maximum (six o'clock on the gauge). You can lower your airspeed by shutting off your engine (press **OPTION 1**) or climbing slightly.

As you get close to your hangar, shut off your engine. The engine must be off to land.

When you are close to your hangar, press **OPTION 2** to indicate that you want to land. If you did everything just right, the plane will stop and the landing crew will come out and resupply your plane.

When your plane is resupplied, you will automatically resume flying at a low altitude.

Don't land unless you really need to. When you're on the ground, you are an easy target. If you play with a big supply of ammo, there is no need to ever land.



## A Tomb with a View

If you lose all your lives, you are out of the game. If others are still playing, you will be able to look out of your grave and watch the action. This feature is called Grave Sight. Press the **A** button to change your point of view. Use the joypad to look around. Enjoy the action until you can come back to life for another game and try to do better.

## STRATEGY

Try to get behind the enemy. Your enemy's plane, like yours, has two forward-mounted machine guns. If you are behind your enemy, you will be able to riddle his plane, but he won't be able to shoot back at you.





If a plane is on your tail, there are a few maneuvers you can make to change from prey into predator. Try to do a loop and come out behind or above your enemy. Turn off your engine to slow down so the enemy will fly past you. Fly evasively; it's hard to anticipate the movements of a ducking and dodging pilot.

Don't waste ammo. You will be forced to make a tricky landing and become a sitting duck for hostile players to practice on. Fire only at close range and when the enemy is within your sights. No guts, no glory. If you are going to shoot him down, you have to get in there and mix it up with him.

Use your gauges. Keep in mind, however, that the horizon is a useful helper that requires no special action to view.

Try to get an altitude advantage over your enemy. Your enemy won't see you coming. The enemy also will be unable to shoot upward because the rapid ascent will cause the plane to stall. Turn off your engine while diving to decrease your airspeed, allowing you to get maximum effect out of your aggressive position.

Look out the sides and rear of your plane often to prevent unpleasant surprises. Remember, you can't fight what you can't see.

Clouds are useful to a pilot who is in trouble. They are great to hide in. If you are being chased, turn 90 degrees in every cloud you enter.

Watch for smoke trails. They will help you locate damaged enemy planes.



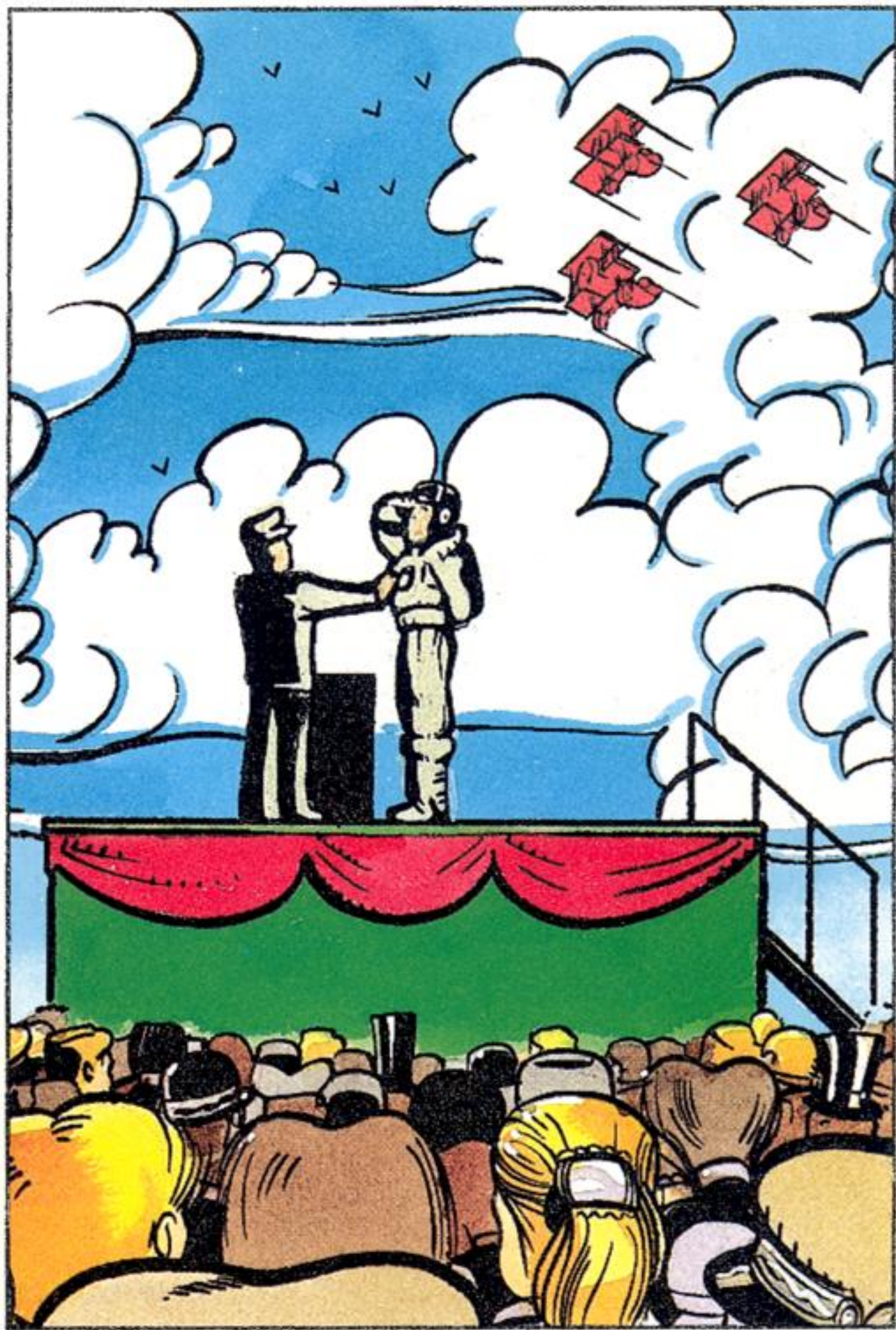
# SCORING

You gain higher ranks for destroying more enemy planes. The table below shows the ranks and the number of air victories needed to reach each rank.

Rank	Victories
Target . . . . .	0
Rookie . . . . .	1
Pilot . . . . .	2
Lieutenant . . . . .	3
Flight Leader . . . . .	4
Ace . . . . .	5
Captain . . . . .	8
Wing Leader . . . . .	16
Major . . . . .	24
Colonel . . . . .	32
General . . . . .	48
Air Marshall . . . . .	64
Field Marshall . . . . .	80
Ace of Aces . . . . .	99

After 99 air victories, you will be able to continue playing, but you will not get credit for shooting down any more planes. A player's air victories will be zeroed if that player crashes or gets shot down.









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